

Coldsnap™



MAGIC
The Gathering®

Player's Guide

From Cold Storage

by Randy Buehler, *Coldsnap*™ lead developer

The *Coldsnap* set is different than other **Magic**™ sets in a lot of ways. It's not connected to the block before or after it, but instead concludes a block that now spans more than ten years. It's Standard legal, but the rest of its block is not. Drafting *Ice Age*™–*Alliances*™–*Coldsnap* is fun in Limited—if you can get your hands on *Ice Age* and *Alliances* boosters. These differences might have scared others off. For me, they were insignificant compared to the chance to revisit one of my all-time favorite worlds.

The first **Magic** booster packs I ever bought were *Ice Age* boosters, and my first new release was the *Alliances* set. Both have a special place in my heart. Snow-Covered lands were a neat idea that I've always wanted to expand upon. The *Ice Age* block portrayed some of the most compelling people and places the **Magic** game has ever visited. They have a distinct look that you get right away, and the marriage between those creative elements and the card mechanics is really nice. The *Coldsnap* set couples those old themes with today's R&D tech, and the results are a lot of fun. It's everything you'd expect from the third set of a block.



The More the Scarier

If you've never booster drafted before, now is definitely a good time to start. Since the *Coldsnap* set is separate from the two most recent blocks, most drafts will be *Coldsnap*–*Coldsnap*–*Coldsnap*. Normally, drafting three packs of a small set gets a bit degenerate. It happens mostly at prereleases, where players are willing to suffer extra commons just to get their hands on as many new cards as possible. With the *Coldsnap* set, we turned this drawback into a key feature. The set is full of what we called during development “collect-me” cards—the more you have, the better they get.

Drafting the *Coldsnap* set begs new kinds of questions. Do you collect the best “Kindle” card in your opening pack? Do you wait to see what ripple cards your neighbor passes you, then move into that color? Or, do you gamble that you'll be able to move in on something that slides later in the draft than it should? You often have two or three options, making each draft a completely different experience. You'll always wonder how big Sound the Call Wolf tokens will get or whether the white-weenie drafter has another Kjeldoran War Cry. And everyone is on the edge of his or her seat whenever a ripple spell resolves.

Collect 'em All

The *Coldsnap* set features two cycles of cards that get better the more you have. Cards in the Surging cycle have the ripple ability, and cards in the Kindle cycle yield bigger results each time a new card with the same name is played.

Playing a ripple spell allows you to reveal four cards from the top of your library and immediately play any revealed cards with the same name as the ripple spell—for free! The rest go on the bottom of your library. And since each new spell has ripple as well, you get to do it again. If you're lucky, you could play all your copies of the card in one shot!

The Kindle card cycle gets its name from the *Tempest*™ card. The first one you play is just okay, but as copies of a Kindle card fill players' graveyards the results get better and better. One Kjeldoran War Cry gives all of your creatures +1/+1. A second gives them +2/+2, and so on, each for the same cost of only 1*.

It wouldn't be the *Ice Age* block without Snow-Covered lands, but this time around snow has more to it than just the five basics: snow creatures, snow artifacts, snow enchantments, and nonbasic snow lands. A bunch of cards have activated abilities that require “snow mana” (⚡). That's only mana produced by something with “snow” on its type line, like Snow-Covered lands. This twist allowed us to do lots of new and interesting things with snow that weren't done ten years ago.

The *Coldsnap* set also riffs on a lot of ideas from the *Ice Age* block. Cumulative upkeep returns with some really neat twists. Fond memories of the *Alliances* card Death Spark inspired the recover keyword ability, which even had the playtest name “deathspark.” Many characters you've

heard of but never before seen—including Arcum Dagsson, Zur the Enchanter, Lovisa Coldeyes, and King Darien of Kjeldor—star as legendary creatures.

This set also revives perhaps the most exciting *Alliances* cycle: the famous pitch cards. Only this time, we've unleashed double-pitch cards on the world. You have to remove two appropriately colored cards in your hand from the game, but the effects are gigantic. Once again, being tapped-out doesn't make you defenseless. But instead of Counterspell or Giant Growth, you could have a fatty or a steal spell—or Wrath of God—hiding up your sleeve.

The *Coldsnap* set offers new twists on old mechanics, more (and more uses for) snow permanents, and awesome shrick for Limited. It all adds up to a great new expansion. We hope you like it!



The Weather Outside Is Frightful

The detonation of the Golgothian Sylex heralded the end of the Brothers' War, shattered the multiverse, and threw Dominaria into an Ice Age. After two thousand years of dreadful cold, Freyalise cast the World Spell, healing the multiverse and putting Dominaria in a state of rebirth known as the Thaw. During this time of change, societies on Dominaria vie for power.

New Argive, the Balduvian-Kjeldoran alliance, remains strong under the leadership of Balduvia's Lovisa Coldeyes and King Darien of Kjeldor. The Juniper Order continues to strengthen the ties between Yavimaya and New Argive. Together, these three societies could unite eastern Terisiare.

Across the continent, in the still-frozen northwest, a power exists that doesn't see the Thaw as a good thing—the Cult of Rimewind. For years, this secretive society of mages has been adapting its power to the icy environment. Rimewind mages have found ways to use the ice like a lens, magnifying and converting mana into a new icy form of magic. The Thaw has sent their leader, Heidar, into a panic. He feels the cult's power dwindling as the cold recedes. In a crazed effort to restore that power, Heidar ends Rimewind's seclusion. He plans to refreeze the continent and destroy those who would defend the Thaw.

Heidar convinces both Haakon, the leader of the Knights of Stromgald, and Garza Zol, the new ruler of Krov, to join his cause. Haakon's undead army will provide added muscle, and the elementalists of Krov will help Heidar reactivate long-buried Phyrexian machines. The undead and the Krovikans are important parts of the plan, but the great Phyrexian death machines, powered and controlled by Rimewind ice magic, are the keys to Heidar's cold domination.

As the ice and snow push back into the thawing lands, the rumors soon follow. Skyknight scouts confirm word of a crazed wizard, movement at Tresserhorn, and Phyrexia reborn. Lovisa offers to lead her barbarian horde northwest to stop the Rimewind Cult and destroy the Phyrexian machines.

Heidar's seers warn of the Balduvian horde's approach. No longer working unopposed, he orders Tresserhorn to attack New Argive. Meanwhile, the wizards of Rimewind do their best to impede Lovisa's progress with blinding ice storms and tracts of neck-deep snow.

While his wizards try to hold off the Balduvians, Heidar begins to animate the Phyrexian constructs. With no time to explore the Phyrexian technology, Heidar and the Krovikan elementalists manage to spell-rig the death machines, powering them with patchwork cryomantic energy. At the moment the Ice-Phyrexians begin to whirl to life, Lovisa's forces arrive at the keep. Battle ensues, but when the constructs finally awake, it turns into a slaughter. Lovisa and her warriors are easily torn apart. Impressed by the constructs' power, Heidar immediately sets out on a destructive rampage, taking down everything between the Boreal and Kjeldor.

Illus. Ron Spears



Soon after, the armies of Stromgald engage the Kjeldoran army on the fields north of Kjeldor. Each force suffers great losses, but the Kjeldorans use their familiarity with the land to maintain the advantage. Even so, King Darien sends a team of skyknights to Yavimaya to summon the aid of his budding allies.

The appearance of the Rimewind, wielding blizzards and Phyrexian death machines, swings the battle against the Kjeldorans. In a moment of mad arrogance, Heidar turns the Phyrexian constructs on his allies, attacking the forces of Stromgald and Krov as well. The battle becomes chaotic, all sides fleeing from the relentless killing machines. The Phyrexians seem unstoppable.

Scrying from afar, Garza Zol sees the Phyrexian doom that could very well be heading for her city. She commands her assassins, hidden amongst the elementalists, to kill Heidar and stop this frigid whirlwind at its source.

Yavimayan allosaurus riders and shamans arrive to a horrible scene: newly frozen fields painted red with blood. The Phyrexians have moved beyond the battlefield to attack the city of Kjeld itself. The shamans form a circle and chant, and a warm glow emanates from them. The Rimewind wizards would have easily countered the shamans' nature magic if Heidar weren't lying face down in the snow, cut down by Krovikan blades. When the Yavimayan spell is completed, a great wave of heat and sunlight spreads across Kjeldor. One by one, constructs crumble, their icy power melted away.

Without Heidar and the Phyrexians, the Cult of Rimewind is easily outmatched, and soon they are no more. The war is ended and the snows begin to melt again. The New Argvian alliance is solidified as a triumvirate, with Kjeldor, Balduvia, and Yavimaya enjoying great influence over a now ice-free Terisiare.

Illus. Volkan Baga, Brian Snoddy, Stephen Tappin, Michael Phillippi, Stephan Martiniere, and Jeff Easley



The Ten Coolest *Coldsnap* Cards

by Mike Turian, *Coldsnap* developer



1. Dark Depths

Marit Lage has been waiting for this day for a long time. Once you remove all ten ice counters from Dark Depths, Marit Lage emerges to fight under your control. I'm sure you can think of a few good uses for an indestructible legendary 20/20 creature.



2. Garza Zol, Plague Queen

Okay, so Garza Zol isn't 20/20, but this badass legendary Vampire can clear the table and put your opponent in a lose-lose situation. Throwing a chump blocker in Garza's way just angers her. Letting her through lets you draw a card.



3. Lightning Serpent

Lightning Serpent shows just how deadly snakes are (especially ones made of fire). The more mana you sink into this creature, the more powerful it becomes. Wait for the right moment to catch opponents off guard, and then teach them a lesson they won't soon forget.

4. Sunscour

Sunscour leads the charge in reviving the *Alliances* pitch-spell cycle. It can ensure you'll never be beaten by a weenie swarm again. Imagine playing this, then using the mana you saved to play Adarkar Valkyrie, resetting the board and playing a fatty all in the same turn!



5. Zur the Enchanter

If you love Zur's Weirder, meet the man behind the enchantment. Zur the Enchanter brings one of your favorite enchantments into play, like Counterbalance, each time he attacks your opponent.



6. Panglacial Wurm

Remember all those games when you searched your deck and looked longingly at the spells you hadn't drawn? Panglacial Wurm rewards you in those moments. Any time you're searching your library, pay the Wurm's cost and play it out. Then your opponent will be the one searching for answers.



7. Rimefeather Owl

Rimefeather Owl owns in the snowy Terisiarean lands. Often ★ is seven or more! Make sure that you pack your deck with snow lands, snow enchantments, and snow creatures to maximize its size. Then use the Owl's special ability to convert your opponent's stuff to snow!



8. Haakon, Stromgald Scourge

The ultimate Knight of the living dead brings new life to Knight decks everywhere. Find a way to get Haakon into your graveyard, then play him and unleash a stream of death-defying Knights.



9. Surging Flame

Featuring ripple, one of the two new *Coldsnap* mechanics, Surging Flame has the potential to wipe out creature after creature. Ripple into a second Surging Flame and the fun continues! With each copy comes more chances for damage!



10. Sek'Kuar, Deathkeeper

The combo potential of Sek'Kuar, Deathkeeper is boundless. A horde of hasty 3/1 red and black Graveborn creatures appear to do your bidding. Sacrifice some of your other creatures to Gutless Ghoul to gain life, and your army will be unstoppable!





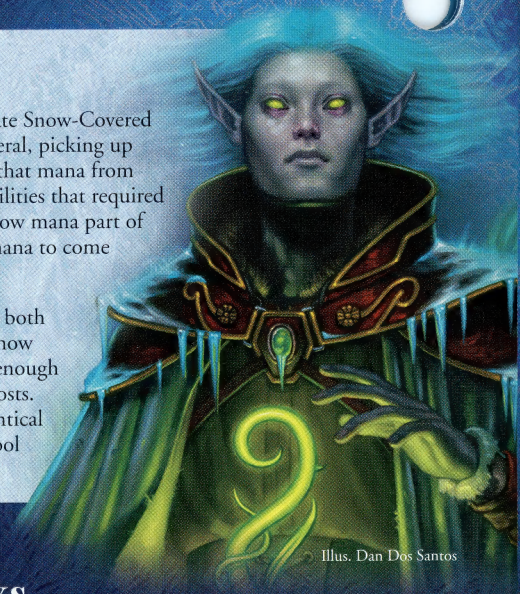
The Power of Snow

Snow plays a big role in the *Coldsnap* set. In design and development, exploring new uses for snow permanents was akin to roaming an untrodden snowy landscape. In the continuing story of the *Ice Age* block, snow fuels the Rimewind's power and, for some, is all that stands between life and death.

Snow Mana

The design team knew from the start that they wanted to incorporate Snow-Covered lands into the *Coldsnap* set and emphasize snow permanents in general, picking up where the rest of the *Ice Age* block left off. Early on it became clear that mana from snow lands should be different. Design was calling for spells and abilities that required the player to control a number of snow lands, effectively making snow mana part of their costs. This resulted in activation and upkeep costs requiring mana to come from snow sources.

Seamlessly integrating snow mana into the cards had to be done on both ends. A snow permanent that makes mana makes snow mana. But how should that be represented? In the end, snow mana was important enough to have its own mana symbol, but only for activation and upkeep costs. The mana itself is no different: mana from a snow Mountain is identical to all other red mana, but with one extra use. The snow mana symbol provides a subtle visual cue exactly when it matters.

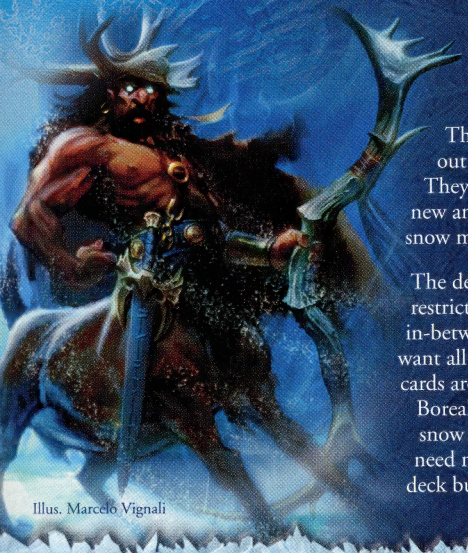


Illus. Dan Dos Santos

Snow Decks

The *Coldsnap* design team spent a long time trying to figure out exactly how snow mana should factor into deck building. They wanted decks to feel like *Ice Age* snow decks, but to also be new and different. With ten years of hindsight, improving on the snow mechanic should be possible.

The designers found building *Ice Age–Alliances* snow decks restrictive: You either went the snow route or you didn't. No real in-between option exists, since *Ice Age* and *Alliances* snow cards want all Snow-Covered lands, all the time. In *Coldsnap*, a number of cards are quite happy as long as you have at least a few snow lands. Boreal Centaur is a great example of this. You really just need one snow source for it to operate at peak power. When every land need not be Snow-Covered, it opens up a lot of mana options for deck building.



Illus. Marcello Vignali

Ohran Yeti

The yeti, despite its size, has done an admirable job of evolving into the stealthiest creature in Terisiare's arctic north. Its hide is perfectly colored for blending into the rock and snow that covers its territory. Its feet are built for silent and stable movement across the snow. The yeti's keen eyes and thick fur make it the perfect hunter, even in the fiercest of blizzards. Elusive yetis have used these adaptations to eliminate many scouting parties one member at a time.

The Ohran yeti has further adapted to the icy environment. While all yetis have enough smarts to use simple tools, the Ohran yeti is the only one to have discovered that ice itself makes an effective weapon. It carefully pries giant icicles from the mouth of its cave home, and then hides among the snowdrifts, waiting to impale the next unwitting traveler who stumbles by.

Illus. Wayne Reynolds

Adarkar Valkyrie

If you look closely at Adarkar Valkyrie's art, you'll see all sorts of interesting and meaningful bits perhaps you didn't notice at first glance. Her swords are most obvious. They look like two halves of one mighty weapon. Perhaps they represent the duality of life and death. Consider the keys that hang from the chain that links the swords. Do they represent the keys to rebirth, through whose doors she has ushered many souls?

Her frozen hair, ice encrusted shoulders, and the chilling mist falling from her wings tell a simpler story. She's a snow creature born of the Ice Age that has fallen across her land. Do her icy tears fall for the peaceful death she's denied so many warriors? In the end, what each of these mysterious symbols means is up to you.

Illus. Jeremy Jarvis



Illus. Ron Spencer

Snow Lens

Every **Magic** world remakes the game's classic cards in that world's themes. The *Mirrodin*® set's metallic-world version of Shock, Electrostatic Bolt, is especially deadly to artifact creatures. The *Ravnica: City of Guilds*™ set's multicolor-world version of Boomerang, Clutch of the Undercity, gains a nasty life-loss effect if black mana was spent to play it.

On the frozen continent of Terisiare, where snow can outrank color, many classic spells take on a sinister, frosty tinge. This snow world's version of Terror, Chill to the Bone, kills nonsnow creatures instead of nonblack creatures. Its Fear,

Rime Transfusion, allows only snow creatures to block instead of black and artifact creatures. The *Coldsnap* version of Sea Serpent, Ronom Serpent, only cares whether or not the defending player has a snow land instead of an Island. What about landwalk? Zombie Musher has snow landwalk. And the monstrous Ronom Hulk dominates the board with protection not from Goblins or Clerics, but from snow, regardless of the source's color or type.

Thermopod

The thermopod is a great example of nature adapting to the Ice Age. Before the coming of the cold, these creatures were nothing more than really big slugs. But, after two thousand years of adapting to life in such a hostile environment, this species evolved aggressively.

In order to keep themselves vital and unaffected by drastic temperature drops, thermopods developed a furnace-like organ in their bellies. This organ heated the thermopods' blood as it was pumped from their heart. In time, the organ spread out and formed a mesh of heated membranes just beneath the flesh of the thermopods' belly. This adaptation heats a thermopod's underside, nullifying potential injury from prolonged contact with the icy ground. It also improves its ability to move over the ice, as described in its flavor text:

*Slicking the ice with its heated underside,
the thermopod skates at great speed to overtake its prey.*

This complex thermal system has become so potent that surplus heat is often expelled through vents on the creature's back. All of these evolved functions have altered the very core of the thermopods' being. They're now so specialized for the icy environment that they've become snow creatures, reliant on the cold for survival.

Illus. Dan Dos Santos



Rimebound Dead

Boreal Druid's flavor text alludes to the two different ways in which a snow creature can be born:

Some creatures are bound to the cold by Rimewind magic. Others seek it out, adapted by two thousand years of the Ice. The Boreal, where Heidar's frigid sway is strongest, is home to both.

A snow creature is either twisted by emanations of Rimewind magic, or its species is changed by years of adaptation to the Ice Age.

The Frost Marsh, near Tresserhorn, has been the site of many battles during the Ice Age, each one a bloody scene quickly whitened by a thick layer of snow. It is a multitiered graveyard of enraged souls and fallen warriors—the perfect place for a necromancer to stock up.

"Tresserhorn is ours now. Dredge the lake and bring me all the bones you find. We'll build you a new army, the likes of which Terisiare has never seen."
—Heidar, Rimewind master, to Haakon

Rimebound Dead are early results of a new form of necromancy. These skeletons were brought to unlife by Rimewind magic that animates and controls the icy rime in which they are covered. It's this fundamental connection to the ice that makes the Rimebound Dead a snow creature.



Illus. Dave Kendall



Illus. Kev Walker

Ohran Viper

Ohran Viper didn't start as a snow creature. It came from design at four mana, and the developers saw it as a new Basilisk combined with a new look for a green Snake. When Ohran Viper moved to **1** ♣♣, the development team realized how awesomely powerful it was. It offered green a powerful new threat.

During development, the team was looking for ways to make snow matter. One early restriction was that snow creatures had to have an activated ability with snow mana in its cost. Ohran Viper became a snow creature, and its ability was changed to "☼: Whenever Ohran Viper deals combat damage to a creature this turn, destroy that creature at the end of combat." Eventually the snow activation requirement was dropped, a creature could be snow without any snow abilities, and Ohran Viper was restored to its original state.

Snow is just one feature of the *Coldsnap* set. If you dig a little deeper, you'll discover more exciting themes and new mechanics.

Keeping the Cold

By Jeff Grubb, author of the Ice Age Cycle



Illus. Mark Romanoski

I've always loved the cold.

I know, I know, that much is obvious. It's like saying a fish enjoys water or a vampire blood. But it bears mentioning at this most important time, on this most important morning, before we ride out to meet the enemy.

Before we become the saviors of the world.

I know you love the cold as well, my little snowflake, but yours is a different form of love—mutual respect, perhaps, or begrudging partnership. It's more tentative and polite. Many of our comrades seem to have a wary relationship with the ice, almost a fear of it. They feel they must master it or else they'll be mastered by it.

They're wrong, of course.

For me—Heidar, master of Rimewind Keep, Chosen of the Blessed Cold, Savior of the Boreal lands and soon all of Terisiare—the relationship is so much more. It's a cold, crystalline, clear love that fills me, delights me, drives me forward. It's a love that keeps me centered, directed, focused. Focused on restoring this broken, wounded world to its proper state.

Yet a good leader always needs to hear other opinions. That's why I've come to you on this gloriously frigid dawn to seek any last advice before we go our separate ways.

Nothing to say? I understand. You're probably still upset with me. Just listen, just hear me out. I appreciate that. I've always valued your advice, and I want to know what you think. I'll be patient. I'll wait to hear your thoughts.

But the cold. Yes, you enjoy the cold as do all of us in Rimewind Keep. We who were born to a world wrapped in ice. As children, we would play in the snowfields, building snow giants and great snow redoubts to defend against the ice and slush balls of other children. The light powder was too dry to pack properly. It was perfect for our toboggans though, and it dusted up before the plows of our sleighs. Then there was the aged snow of previous years, decades, centuries. Snow that had been packed and repacked, until it formed a glaze of everlasting ice—a rime—that encapsulated all within, holding the world safe and secure.

But in the end, you and the others would always retreat back to the keep, back to the ice-clad homes and the tidy, stone-lined fires. I'd remain among the comforting winds and the soft white radiance of moonlit snow banks. Only after the stars had come out and your father came to get me would I consent to return to the uncomfortable, warm world within the keep.

Your father—Gendrin, my predecessor as master of Rimewind—saw my love for the cold, for the snow, for ice. He knew by the way I danced over the glacier fields and explored the ice caverns that I had the gift, the inherent understanding of the ice, frost, chill winds. He could see that the Blessed Cold favored me, and that the frost never hurt me. I would sit out in the cold, after everyone else had fled to warm hearths, watching the wind carve the drifts into great anvils, and leave finger-shaped hollows in the lee sides of the conifers. Ever since Gendrin first found me there, hoar frost dripping from my garments, he knew I understood the world.

More than even he understood it, it turned out.

Whatever Gendrin's other faults, he had an eye for raw ability, and he kept that eye on me as I grew in both maturity and power. I had the gift, of course, granted by my intimate knowledge of snow. First as an acolyte, then as a task mage, my skills were obvious to all. Just as obvious was Gendrin's favor. I learned my doctrine, kept our order's dogma, and became proficient in the cryomantic arts.

I was a prodigy. You knew. You saw how quickly I grasped the concepts of wielding cold, ice, winter storms. I had natural talent, and I took to learning like a wolf to the hunt. I quickly mastered basic summonings and simple crystalline enchantments. I could conjure a spear of frost, focus arctic power through a lens of pure ice, and sry through bowls of frozen water and blood. I could shackle an opponent in bands of rime, expand them around her entire body, leave her alive but immobile. I could free her with a single thought, or shatter her into a hundred fragments with a single blow.

I embraced learning like I embraced the cold, willingly and whole-heartedly. Gendrin shared our people's secrets with me. He took me into the great ice caves beneath the keep, where generations of masters had inscribed their knowledge in the sacred ice. There, carved into cavern walls, were words so old and precious I dare not breath near them for fear of melting them. In those caverns, I learned much of our people's history and the cold's power.

Illus. Jim Murray



But you know this, my snowflake. You were there—the apple of your father’s eye and the best student in the class—until I came along. You were capable, steadfast, supportive of the old man’s ways. Much of what I respected in Gendrin I respected in his daughter as well.

Though you were older, you were understanding and kind. As I grew in my knowledge, you showed no envy, but rather helped me understand more. You were my perfect snowflake. Your sharp beauty was so symmetrical, strong, pure. Your piercing eyes are the only things that ever melted me on the spot. When I erred, and I would err as a youth, you’d give me a smile that said, “told you so.” A smile that would challenge me to do better the next time.

If we lived in a better world, a colder world, things would have been much different for you and me. But we don’t live in such a world, and I discovered my heart was not the only thing that could melt.

The end of the world crept up on us, from the south.

I remember that day. It had just snowed, and we were pushing through the heavy drifts in good spirits. A woolly behemoth had been spotted in the area the day before, and we were looking for the great churned paths that marked its passage. The snow should have revealed its trail, but the trail had all but vanished, buried by the continuing snowfall.

At the time, I was focused on locating and taming the beast. Showing you I could do it. Proving my abilities. Looking back, I know there was a reason you asked me to accompany you in the first place. Sometimes, young men can be as thick as glaciers.

Then came a strange breeze that carried the sickly scent of flowers, sweeping up from the valleys. It was as warm as a kiss, and despite yourself, you put a hand to your cheek and let the warmth caress you. Then it was gone, passed farther up the valley, and the cold, comforting wind returned, but memory of the soft breeze remained. We didn’t find the behemoth that day, but I remember that alien breeze.

Little did we realize at the time, the world was being destroyed.

The first hint came the following summer. Instead of the normal bone-bracing breezes beneath cloud-covered skies, we felt warmth, real warmth. Brilliant days, sunny enough to melt the ice from the highest trees. It was only for a few days, an unseasonable warm spot unforeseen by our best weathermasters. Gendrin, you, and the rest of the wizards thought nothing of it, other than as trite mealtime chatter.

But I knew. Deep within my soul, in my secret heart harnessed to the chill heart of the world, I knew that something was wrong.

In the years that followed, the rest of you came to realize it as well. The warm days became more frequent and warmer still. Snow banks diminished, the ground softened, and each spring the frozen shores resounded with the cannonades of cracking bergs. First, word came that the great glacier in Ronom no longer advanced, then that it was retreating. As it pulled back, it left a filthy trail of loess in its wake.

Then the refugees came from the south, and we learned of the madmen who had done this thing to our world.

They were maniacs, elves, wizards with more power than sense. Great bumbling idiots who thought of the world as their plaything, something they could change like an old

fur cape. They had cast a great spell, powered by gods and things like gods, and in casting it cracked the ice that protected and cushioned the world. They broke the grip of blessed winter and brought back a deadly heat.

They destroyed the world. Where once there was pristine snow, there were fields of mud. Where once rivers were locked in place, rivers ran wild and destructive, carving up the tundra in their passage. Even the beauty of individual snowflakes became the similarity of driving, impersonal rain. They had brought the devastation of the Thaw.

In the warmth of the Thaw disease flourished, marching across the land on warm winds. The refugees told us of plagues with no cold to keep them in check ravaging entire kingdoms. We took in the ones we could and encouraged the rest to move on. Our border riders were busier than ever.

The warming world destroyed creatures as well. Behemoths went to sleep and never awoke. The glaciers revealed the rotting forms of ancient beasts, now lost eternally. The winged aesthirs grew less common, as well as the great owls of the north and the ice raptors that once stalked the glacial moraines of our youth. Their numbers have dwindled, but they may yet return.



We soon understood that the warmth was not a passing phase, but rather the way of this new world. There were those among us who thought we should join the refugees and pull farther to the north, to lands unscathed by the blistering sun. Indeed, Gendrin seemed to be listening to those fools. I knew better of course, from all those weeks and months spent in the ice caverns, reading the histories and philosophies of our people. I knew we could hold out against the warmth.

Gendrin was unconvinced. Despite our prowess, he was hesitant to use that power to keep back the warmth. But what is the purpose of having power if one is unwilling to use it? And if the end of the world is not reason enough to use one's power, then what is? I argued strongly, too strongly at times, and in doing so offended some who could have been my allies. But with what our order knew of cryomancy, of the secrets locked deep in the caverns beneath the keep, we could halt the steady march of spring within the Boreal, and preserve our world.

You, my snowflake, spoke up on my behalf. You asked your father to consider my ideas and saved us all. At that moment, I first realized how you felt about me.

I could see the confusion in Gendrin's eyes when you confronted him, and the concern in his visage when he reluctantly consented. We could try, he said. We could see what we could do. We could make an attempt. His trusted, reliable support removed, all he could do was babble, and in the end concede to you.

Then you turned back to me and smiled, that faint, proud smile you used only for me.

Of course we succeeded, at least at first. You and I together, with acolytes and task mages of our own, pulled the elemental cold from within the heart of the glacier and forestalled the warmth. It was painful, exhausting, and involved sacrifices, but we managed to wrap the Boreal with winds taken from the north. The migrating herds of caribou halted here, and the great icy beasts ceased their flight. For a few years, it seemed we had stopped the devastation completely.

You thought so. So did Gendrin. For a brief moment, I thought so as well. But trying to stop the deadly heat was like trying to stop a glacier. We had slowed the spread, but not stopped it.

There were warning signs, even within our cold-wrapped redoubt. The fur on the caribou thinned, days brightened, and there were fewer blizzards. All despite our best efforts.

I knew, with the warming of my heart, that the threat was only temporarily halted. The Thaw continued to advance, and with it, the doom of Rimewind. So I returned to the great caverns, etched with the runes of our ancestors, to discover more.

Until one deadly day when I realized that even the wisdom of our ancestors might not be enough. It was high summer, which in my youth was a time of chill celebration and bonfires, but now the wood was too wet and the ground was too soft. I was deep beneath the keep, hunched over the runes, keeping my breathing shallow and my fingers gloved. I was in the oldest part of the caverns, in areas rarely visited by mortals.

The runes seemed weak and thinly carved in this area. As I watched, they grew shallower still. I realized what I was witnessing. They were melting beneath my gaze. The Thaw had reached into the caves themselves and was destroying the knowledge of Rimewind.

In my weakness I allowed myself to weep, and felt the tears burn across my face.

But to my wonder I saw that the melting ice revealed another set of runes. These were not the angular, precise runes of the Rimewind masters, but a more elegant, flowing script that simultaneously seemed inert and mobile. The new runes crawled like spiders beneath the melting ice. I watched as the ice cover faded to frost and finally to dull rock, as the secrets of our first cryomantic spells evaporated to reveal greater secrets beneath.

At first I could not decipher the runes. An ancient text from the south helped me understand the basic grammar of these Phyrexians, the people of the original eldritch etchings. Once mastered, the runes seemed to enhance my understanding, as if they insisted on imparting their knowledge to me. The script was ornate and ingenious, such that the position of various branches changed the meaning of the sentences.

It was a beautiful language, and what it told me was more beautiful still.

The ice revealed more as it melted, but I found I couldn't wait. I breathed on the old runes, wiping them away, and eventually brought fire into these oldest, deepest caverns, to make clear the secrets.

For I was right—the oldest runes held the greatest power.

I was careful, competent, complete. I translated the ancient etchings into our own language. When I finished, I had the answer not only to halting the menace from the south, but also to returning the land to its glorious true state, safe and secure beneath a mantle of ice and snow.

Let me say it again, because I really need you to understand. I can fix the world. The knowledge from these ancient runes grew within my mind, spinning out unbidden into logical conclusions that all but screamed for immediate action. We can return the world to its earlier diamond age, when spires of clean crystal rose into the sky and rivers of ice inched majestically into a frozen sea. The caribou, the aesthir, and the raptors would all be saved, and we would keep the cold intact. We can solve the initial devastation and return the world to its perfect state.

I took my work, and the largest shard of remaining ice, to your father. I was sure he would confirm my findings. I was positive he would encourage me to proceed, as I had saved us before. But he had grown weak, unsure, and . . .

And . . .



Illus. Ron Spears

And I have a confession to make, Lindra, my snowflake. I should have told you long ago, and I beg your forgiveness. Your father didn't slip and strike his head. Rather, he struck his head first, then he fell. He struck it against the piece of ice I had in my hands. The piece of ice I had brought from the caves, to show him what had happened. We argued, I thrust the shard at him, and he moved too slowly. It hit him and he fell. And before I shouted for help, I placed the ice near the hearth. It was a warm puddle by the time you gathered his body up and cried into his dead chest.

You were desolate and I was his trusted pupil—who better to press forward as the new master? Who better to protect the Boreal but the man who had read the elder runes, who knew what had to be done?

I owed it your father. I owed it to us. Do you forgive me?

I can see disappointment in your eyes. I know I should have told you sooner. But you were consumed with grief at the time. By the time you were once again strong enough to attend the councils, plans were far along.

I was wise, and in my wisdom knew I did not know everything. After a while, the warming weather shuffled refugees back across the continent, and they too brought news. From them I heard of Tresserhorn, once a seat of great power, now a moldering wreck sinking into softening tundra.

I went to Tresserhorn and found it, as promised, a ruin. But I also found its new keepers, the Knights of Stromgald, renegades who had traded their mortality for ever-living power. Now undead, they kept their faith in that damp ruin, banking their hatred against the Kjeldorans and Balduvians who had betrayed their ideals years before.

Their leader was Haakon—unliving but still gifted with a mind and the memories of his past. He was initially hesitant, but I convinced him to form an alliance with me, and soon I gained access to the few tomes that survived the rising damp.



What did I trade him? Knowledge for knowledge. I showed him how the ice can be used to fill the veins of a dead body, and keep it from rotting in place. As long as the cold held, he could maintain and, more importantly, expand his army.

I also gained from him knowledge of his foes, the Balduvians. Once natives of the cold lands, they abandoned their heritage for the warmth of the new world and an alliance with the Kjeldorans, a coastal people who seek the comforts of this twisted, softening world. Their combined nation of New Argive would be our enemy as well, when the time came. As we succeeded, they would rise to oppose us. I knew that even then.

I sent emissaries to Kro'v as well, ones who wouldn't be missed if they offended that nation's vampiric leaders. The Kro'vikan elementalists, and more importantly, their libraries, would prove invaluable. It was no surprise that none of my emissaries returned alive, but I was pleased that the Kro'vikans were willing to help, for a price. I promised them warm bodies from the halls of Kjeldor.

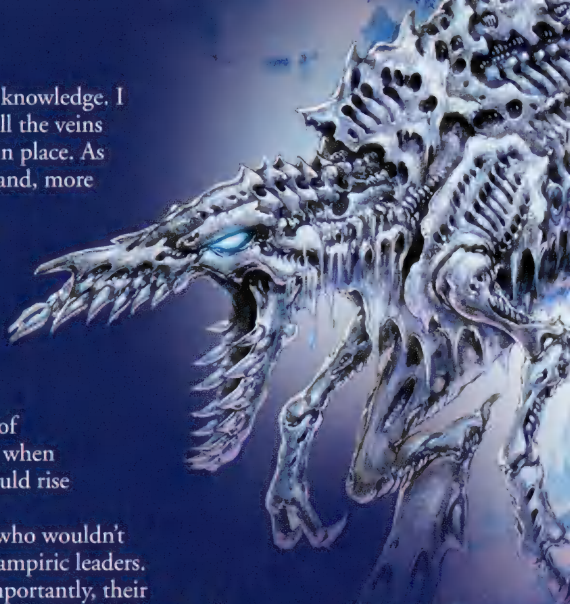
What did I gain for my diplomatic efforts? From the Kro'vikans, I gained knowledge of other elements almost as great as our own mastery of ice. And from Tresserhorn, I learned where the Phyrexians had buried their great weapons, huge engines that dwarfed all but the greatest leviathans.

The ancient engines rested deep beneath the ice at one time, but as the world warmed, the prison became fragile as an eggshell. You can appreciate the irony, can't you? The deadly Thaw freed the great weapons that will destroy it.

But I'm getting ahead of myself. You were there when we first breached the great halls that trapped these creatures beneath the ice and the earth, somnambulistic behemoths waiting for our coming to awake. I remember the other wizards' excitement, cryomancers and elementalists both, when they first breached the vault.

I remember too the wave of disappointment we all felt when we discovered they were no more mobile than ice sculptures. Their forms were present, huge bipedal giants, great raptors, mammoth-sized beasts sprouting cables of dark metal, but their spirits were absent. They were soulless, impotent, lacking the power even to move. As useless as empty suits of armor discarded by a race of long-dead titans.

I admit my heart quailed when I saw my hopes crushed. I remember seeing you there, standing among the blood-enslaved elementalists, and I wondered if I saw a hint of a smile. A haughty, "told you so," that would have put me in my place. It's all right, you can tell me now. Did you feel like that? Or did you share my devastation?



Illus. Brian Snoddy

It took time, precious, melting time to determine what our metallic discoveries truly needed. I returned to my books. The old books from Tresserhorn, battered and worn, spoke of great crystals of power that fueled these beasts.

There I did despair—all the work to find these creatures, and I couldn't animate them. Without their protection, how could we fix the world?

Then it hit me. The great beasts needed power. We held power, and locked it within ice. And what was ice but a crystal? A perfect matrix, whose only enemy was warmth. But once we were successful, warmth would never touch these beasts. We could push the border of eternal winter southward again, reach the source of this contamination, and snuff it out once and for all.

It was not easy, and we lost more precious time and lives in our attempts to animate the Phyrexians' empty shells. We were guessing as often as not. Failure stalked us like a great yeti. We would have the calculations perfect, and the creature would remain an inert lump. Or it would explode in a soundless ball of blue-white light. Or it would lurch forward, its joints glowing, frost forming on its exposed metal, then launch off in a random direction, destroying everything in its path.

Time campaigned against us. Just as the wandering peoples, straying like sparks from an unwanted fire, brought news to Rimewind Keep, so too did the news of our activities reach unwelcome ears. Our border patrols noted more organized raiders along the borders, and skyknights mounted on their now-rare aesthirs. We worked with the vampires of Krov to conjure specters to patrol our own skies, but it was only a matter of time. The allies of the Thaw would find us and crush us before we could fully raise a defense.

And the ice seers came to me with the horrible news that time had run out. The Balduvians and the Kjeldorans were mobilizing. We had been found out. They knew we threatened their precious Thaw. We faced an invasion. The Balduvians, traitors to their heritage, were already on the march, led by their warrior queen, Lovisa Coldeyes. The Kjeldorans, under King Darien, readied their army as well.

Haakon and his forces set out to delay the barbarians and distracted the Kjeldorans. He succeeded only in the latter. The Balduvians were too strong and surged like a juggernaut across the softening earth, bearing down on Rimewind Keep.

We were desperate. We had gutted part of the keep just to rebuild our Phyrexian saviors. I retreated there, desperate to make them work. You, always the pragmatist, organized our defensive forces as best you could. We had the power of cold, but that power was weak in this soft new world, and we were outnumbered. As I worked, I could hear the rumbling of spells and the howl of cold winds in the distance.

There, in the darkness of the vaults, I prayed. Yes, I will admit it, I prayed. Not to the gods of winter or the Blessed Cold, but to the gods of these great machines. I prayed for enlightenment, for understanding, for power.



Illus. Mark Romanoski

And my prayers were answered. Deep within my mind, a door opened, a door that had held back the eldritch runes. I suddenly knew how to shape the ice crystals properly. How to invest them with power. How to plant these coldsteel hearts in the bosom of these empty shells. How to bring the engines of salvation to life.

I can only imagine the scene outside the gates of Rimewind Keep, of the barbarians smashing through our meager defenses and surging forward as your lieutenants shouted for reinforcements. Then the sound of distant thunder as part of the keep itself cascaded away. At first you would be afraid that

the Balduvians had brought siege wizards. But it was not the end of the battle, it was the beginning.

The icy dust cleared, and striding out of the rubble was the first of my snowcrushers. It was a titanic beast, a mass of metal with hoarfrost energies leaking from its joints, sublimated ice billowing from makeshift smokestacks, and a great shieldlike plow held before it. It radiated a field of the deepest winter, crystallizing open water as it passed.



Illus. Dave Allsop

My powerful creation surged forward to meet the Balduvian charge.

It was a massacre, I am pleased to report. The coldsteel-powered titan slammed into the center of the barbarian line. The Balduvians wavered for a moment, then fell apart as their mounts were swept away before the crusher's plow. Back in the ruined halls, I gave a quiet command. The great beast of metal and snow, responding as if it heard me, swept to the left and collapsed their entire flank in a few strides.

After that it was simply a matter of picking up the pieces. The Balduvian leader, Coldeyes, was captured in the rout. At the feet of the army-crushing Phyrexian, I demanded the surrender of her people and their Kjeldoran allies in exchange for her life.

She spat at me, but in the comforting chill of my ice-formed titan, her spittle froze and clanked to the ground. Still, her act of rebellion angered me. With a fragment of my power and knowledge, I raised a great spike from the ice and skewered her square in the back. She fell forward and perished at my feet, the spike draining away her soul to feed my engines.

It was sudden, violent, and left her no chance for any heroic last words. That pleased me immensely. Yes, when I stormed back to the keep, I could see the concern in the eyes of my Krovikan allies. If I could do that on an impulse, I could see them thinking, what else could I do when they displeased me? They may be worrying about our alliance, but I know they will not move until after we attain total victory. And then I will no longer have to worry about them, either.

But then, on the best day of my life, in the flush of victory, you and I fought. I understood your quiet reservations about my plan, but then, when it was clear I had succeeded at last, you couldn't be happy for our people. No, you came to me, angry and wounded, and argued against using the creature. You doubted our allies. You doubted our ability to control the Phyrexian ice-beasts.

Worst of all, you doubted me.

I had solved the last great problem in our research. I had come to the solution that would save the world, and you had to yell at me. I think that was unfair, even now. I'll admit I lost my temper. I said things I shouldn't have. But then you went and fell to pieces.

Now here we are, you and I.

I want to say I am sorry. Sorry I lost my temper. Sorry I treated you so badly.

But I want to show you what I have done. Shall we look out the window? See? I have awakened more machines. They await my command, their coldsteel hearts pulsing and their brilliant frozen energies leaking from their joints. I got them all working, and they all respond to my call. It feels a little odd, with all these Phyrexians jostling around in my mind, but we all need to make sacrifices, eh?

We will ride out to meet the enemy at dawn. Enough of them survived, including Coldeyes' whelp. That was a mistake, letting him get away. The Balduvians, the Kjeldorans, and the elves are all massing to attack, but with the power of my creatures, I think we can crush them utterly. The Krovikans have even provided me with an honor guard.

I just want you to know that I'm sorry we fought, but that it is all going to work out all right. The Krovikans will get the living and the Knights of Stromgald will get the dead.

At least that is what I told them. I saw the doubt in their eyes, and if they fail us, well, my engines will be just as effective against them as they were against the Balduvians. They know what I am capable of, now.

It all looks impressive, doesn't it? The ranks of our followers, the undead troops, the motley crew of Krovikans. And my Phyrexians. Our Phyrexians, with hearts of ice and

the power of winter behind them. Everything I did, I did for Rimewind Keep. I did for the Blessed Cold. I did it for us. I did it for you. Now we're going save the world. And I need you to realize that before I depart. That I was right after all. I don't want us to part on bad terms.

But you just sounded so much like your father. I was angry, but I wish I had not been so harsh. It was an impulsive act, and before I realized it my hands had frozen you utterly, and you crumbled. Your eyes still fixed on mine. I wish I had saved more of you. At least I saved your head.

Is that a smile?

Yes, it is. You don't want to smile, but you do. Because you know I'm right.

I knew you'd forgive me. You always do.

We ride out in the morning, but you must stay behind. I know you want to come along, but I want you to be safe. And what could you do without a body?

Here, I'll leave you at the window, on a pillow of spiderfur. Let me set you facing the east, toward New Argive. You can watch for my triumphant return, safe in your sphere of eternal ice, content with the knowledge that I was right all along.

And don't worry, my snowflake, you won't melt—

I promise to keep the cold for both of us.



COLDSNAP

Card Encyclopedia

The *Coldsnap* Card Encyclopedia shows the entire *Coldsnap* card set. To keep track of your cards, just turn to the checklist on pages 42–43.

Adarkar Valkyrie



Snow Creature — Angel

Flying, vigilance

☼: When target creature other than Adarkar Valkyrie is put into a graveyard this turn, return that card to play under your control.

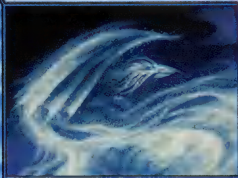
She doesn't escort the dead to the afterlife, but instead raises them to fight and die again.

— Jeremy Jarvis

Wizards of the Coast, Inc. 1/155

4/5

Adarkar Windform



Snow Creature — Illusion

Flying

1 ☼: Target creature loses flying until end of turn. (☼ can be paid with one mana from a snow permanent.)

Teristare has only two kinds of weather: cold and weird.

— Randy Gallegos

Wizards of the Coast, Inc. 76/155

3/3

Illus. Zoltan Boros
& Gabor Szikszai

Allosaurus Rider 5



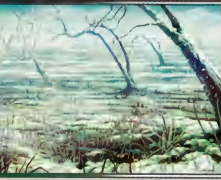
Creature — Elf Warrior

You may remove two green cards in your hand from the game rather than pay Allosaurus Rider's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.

— Darren Barber

1*/1*

Arctic Flats



Snow Land

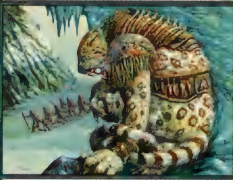
Arctic Flats comes into play tapped.

•: Add • or • to your mana pool.

"A realm once green now ruled by Frost. Where flesh and feld both pay its cost. Those dearly loved, forever lost..."

—The Dynasty of Winter Kings

Arctic Nishoba 5



Creature — Cat Warrior

Trample

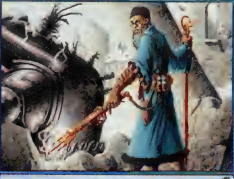
Cumulative upkeep • or • (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

When Arctic Nishoba is put into a graveyard from play, you gain 2 life for each age counter on it.

— Dave Kendall

6/6

Arcum Dagsson 3



Legendary Creature — Human Artificer

•: Target artifact creature's controller sacrifices it. That player may search his or her library for a noncreature artifact card, put it into play, then shuffle his or her library.

"Artifice sundered the world. It shall not again wreak such sorrow."

— Pete Ventres

2/2

Aurochs Herd 5



Creature — Aurochs

Trample

When Aurochs Herd comes into play, you may search your library for an Aurochs card, reveal it, and put it into your hand. If you do, shuffle your library.

Whenever Aurochs Herd attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

— Darren H. Richter

4/4

Balduvian Fallen 3



Creature — Zombie

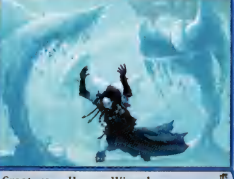
Cumulative upkeep • (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

Whenever Balduvian Fallen's cumulative upkeep is paid, it gets +1/+0 until end of turn for each • or • spent this way.

— Dave Kendall

3/5

Balduvian Frostwaker 2



Creature — Human Wizard

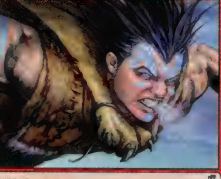
•, •: Target snow land becomes a 2/2 blue Elemental creature with flying. It's still a land.

"Whether frozen or fertile, the land is our ally. It awaits the call to battle."

— Stephen Tappin

1/1

Balduvian Rage



Instant

Target attacking creature gets +X/+0 until end of turn.

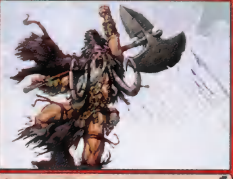
Draw a card at the beginning of the next turn's upkeep.

"Let your heartbeat be the thunder in the valley. Let your sword be the lightning on the peaks."

—Lothar Lovensson, Balduvian chieftain

— John Marbo

Balduvian Warlord 3



Creature — Human Barbarian

•: Remove target blocking creature from combat. Creatures it blocked that no other creature blocked this combat become unblocked, then it blocks an attacking creature of your choice. Play this ability only during the declare blockers step.

— John Marbo

3/2

Blizzard Specter 2 4

Snow Creature — Specter

Flying

Whenever Blizzard Specter deals combat damage to a player, choose one — That player returns a permanent he or she controls to its owner's hand; or that player discards a card.

—Hilmarliff Takamura

2/3

Boreal Centaur 1 4

Snow Creature — Centaur Warrior

⊗: Boreal Centaur gets +1/+1 until end of turn. Play this ability only once each turn. (⊗ can be paid with one mana from a snow permanent.)

Those who used reindeer as beasts of burden knew to avoid the centaurs, who raged at the enslavement of their spirit-kin.

—Marcho Vignelli

2/2

Boreal Druid 1 4

Snow Creature — Elf Druid

⊗: Add 1 to your mana pool.

Some creatures are bound to the cold by Rimecind magic. Others seek it out, adapted by two thousand years of the Ice. The Boreal, where Heidar's frigid sway is strongest, is home to both.

—Alan Dine Sullivan

1/1

Boreal Griffin 3 4

Snow Creature — Griffin

Flying

⊗: Boreal Griffin gains first strike until end of turn. (⊗ can be paid with one mana from a snow permanent.)

"More than snow falls from the Boreal skies."
—Arkin Egilsson, skycaptain

—Cyril Van Der Haegen

3/2

Boreal Shelf 1 4

Snow Land

Boreal Shelf comes into play tapped.

⊗: Add * or ♦ to your mana pool.

"Who will stay the Tyrant's hands,
As ice and snow both grip our land?
The helpless feel his frozen brand."
—The Dynasty of Winter Kings

—Heather Houser

Braid of Fire 1 4

Enchantment

Cumulative upkeep—Add ♦ to your mana pool. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

"To a trained mind, the cold is but a momentary distraction."

—Lylel Van Der Haegen

Brooding Saurian 2 4

Creature — Lizard

At the end of each turn, each player gains control of all nontoken permanents he or she owns.

"I have been trapped in the lizard's lair for days. It seems to regard me as its child and will not let me leave."
—Aesull Burg, northern guide, journal entry

—Chris West

4/4

Bull Aurochs 1 4

Creature — Aurochs

Trample

Whenever Bull Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.

The aurochs herd is content to graze—until the bull provides the dissenting urge to charge.

—Kevin Walker

2/1

Chill to the Bone 3 4

Instant

Destroy target nonsnow creature.

"Thick hides and layered armor won't help when I freeze you from the inside out."
—Heidar, Rimecind master

—Jed Marney





Freyalise's Radiance



Enchantment

Cumulative upkeep 2 (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

Snow permanents don't untap during their controllers' untap steps.

—Thomas M. Baka

Frost Marsh

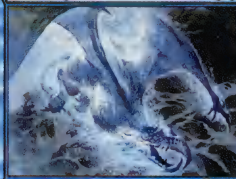


Snow Land

Frost Marsh comes into play tapped.
☞: Add ♠ or ♣ to your mana pool.

"Now caged in Winter's bitter chill,
Our people cry, their voices shrill —
Eternal cold breaks down their will."
—The Dynasty of Winter Kings

Frost Raptor



Snow Creature — Bird

Flying

☞☞: Frost Raptor can't be the target of spells or abilities this turn. (☞ can be paid with one mana from a snow permanent.)

The Rimecursed tizzards strove to perpetuate a magical center. Their unnatural snows birthed unnatural beasts.

—Larry Grant Webb

2/2

Frostweb Spider



Snow Creature — Spider

Frostweb Spider can block as though it had flying.

Whenever Frostweb Spider blocks a creature with flying, put a +1/+1 counter on Frostweb Spider at end of combat.

In white webs glister, mimicking the frost on the tree's branches.

—Greg J. Hildebrandt

1/3

Frozen Solid



Enchantment — Aura

Enchant creature
Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Hedgar, Rimecursed master

—Ralph Horsley

Fury of the Horde



Sorcery

You may remove two red cards in your hand from the game rather than pay Fury of the Horde's mana cost.

Untap all creatures that attacked this turn. After this main phase, there is an additional combat phase followed by an additional main phase.

—Joseph D. Tapscott

Garza Zol, Plague Queen



Legendary Creature — Vampire

Flying, haste

Whenever a creature dealt damage by Garza Zol, Plague Queen this turn is put into a graveyard, put a +1/+1 counter on Garza Zol.

Whenever Garza Zol deals combat damage to a player, you may draw a card.

—Darrin Ritchie

5/5

Garza's Assassin



Creature — Human Assassin

Sacrifice Garza's Assassin: Destroy target nonblack creature.

Recover—Pay half your life, rounded up. (When another creature is put into your graveyard from play, you may pay half your life, rounded up. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.)

—Perce

2/2

Gelid Shackles



Snow Enchantment — Aura

Enchant creature

Enchanted creature can't block and its activated abilities can't be played.

☞: Enchanted creature gains defender until end of turn. (☞ can be paid with one mana from a snow permanent.)

—Alex Horsley-Orlandelli

2/2

Glacial Plating 2

Snow Enchantment — Aura

Enchant creature
Cumulative upkeep 2 (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it. 2 can be paid with one mana from a snow permanent.)
Enchanted creature gets +3/+3 for each age counter on Glacial Plating.

— Brian Despain

Goblin Furrier 1

Creature — Goblin Warrior

Prevent all damage that Goblin Furrier would deal to snow creatures.
Clambering up and over the powdery slope, the goblin chanced upon a small furry thing. There they regarded each other: the goblin and his new pair of earmuffs.

— Mark Meyer

Goblin Rimerunner 2

Snow Creature — Goblin Warrior

Target creature can't block this turn.
Goblin Rimerunner gains haste until end of turn. (2 can be paid with one mana from a snow permanent.)
Rimerunners set off avalanches to immobilize foes as well as to create more challenging slopes.

— Leahy/Stephanie D'Amico

Greater Stone Spirit 4

Creature — Elemental Spirit

Greater Stone Spirit can't be blocked by creatures with flying.
2 Until end of turn, target creature gets +0/+2 and gains "2 This creature gets +1/+0 until end of turn."
Having charted their way up the difficult face, the two mountaineers had to contend with the mountain's decision to stand up.

— Michael Komersaroff

Grim Harvest 1

Instant

Return target creature card from your graveyard to your hand.
Recover 2 (When a creature is put into your graveyard from play, you may pay 2. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.)

— Michael Komersaroff

Gristle Grinner 4

Creature — Zombie

Whenever a creature is put into a graveyard from play, Gristle Grinner gets +2/+2 until end of turn.
"There it was, clawing the ice as it chattered and clicked its teeth. We fled in horror before it unearthed its grisly meal."
— Aevan Borg, northern guide, journal entry

— Steve Houser

Gutless Ghoul 2

Snow Creature — Zombie

Sacrifice a creature: You gain 2 life.
"Make sure those vermin feed only upon the plagued. The blood of the healthy is reserved for me alone."
— Garza Zol, plague queen

— Michael Komersaroff

Haakon, Stromgald Scourge 1

Legendary Creature — Zombie Knight

You may play Haakon, Stromgald Scourge from your graveyard, but not from anywhere else.
As long as Haakon is in play, you may play Knight cards from your graveyard.
When Haakon is put into a graveyard from play, you lose 2 life.

— Mark Zug

Heidar, Rimewind Master 4

Legendary Creature — Human Wizard

2, 4: Return target permanent to its owner's hand. Play this ability only if you control four or more snow permanents.
"The amber stain of the Thaw will be bleached away. Once again the world will be sharp, white, perfect!"

— Ross Spears

Herald of Leshrac 6



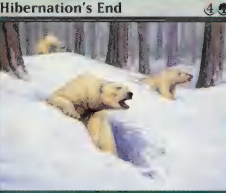
Creature — Avatar

Flying
Cumulative upkeep—Gain control of a land you don't control.
Herald of Leshrac gets +1/+1 for each land you control but don't own.
When Herald of Leshrac leaves play, each player gains control of each land he or she owns that you control.

—Alex Blumhagen

2/4

Hibernation's End 4



Enchantment

Cumulative upkeep 1
Whenever you pay Hibernation's End's cumulative upkeep, you may search your library for a creature card with converted mana cost equal to the number of age counters on Hibernation's End and put it into play. If you do, shuffle your library.

—Steven Belbin

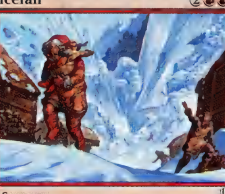
Highland Weald



Snow Land

Highland Weald comes into play tapped.
c: Add 2 or 1 to your mana pool.
"Our noble land, enslaved by Rime, is its our fate to freeze through time? If this be true, oh twisted crone."
—The Dynasty of Winter Kings

Icefall 2



Sorcery

Destroy target artifact or land.
Recover 2. (When a creature is put into your graveyard from play, you may pay 2. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.)
As the Thazi met Terivaste, mountains shed their icy skins, crushing homes and hopes alike.

—Matthew Miller

Into the North 1



Sorcery

Search your library for a snow land card and put it into play tapped.
Then shuffle your library.
"Our border lands fall under the grip of Heidar's second winter. Go forth and reclaim them for Yavimaya."
—Kaysa, elder druid of the Juniper Order

—Richard Sardink

Jester's Scepter 3

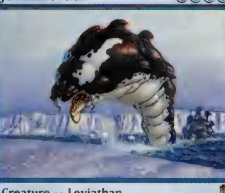


Artifact

When Jester's Scepter comes into play, remove the top five cards of target player's library from the game face down. You may look at those cards as long as they remain removed from the game.
2, c: Put a card removed from the game with Jester's Scepter into its owner's graveyard. Counter target spell if it has the same name as that card.

—Pete Cavotta

Jokulmorder 4



Creature — Leviathan

Trample
Jokulmorder comes into play tapped.
When Jokulmorder comes into play, sacrifice it unless you sacrifice five lands.
Jokulmorder doesn't untap during your untap step.
Whenever you play an Island, you may untap Jokulmorder.

—Mark Zug

12/12

Jötun Grunt 1



Creature — Giant Soldier

Cumulative upkeep—Put two cards in a single graveyard on the bottom of their owner's library. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

—Fran Volkenkel

4/4

Jötun Owl Keeper 2



Creature — Giant

Cumulative upkeep 2 or 1 (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
When Jötun Owl Keeper is put into a graveyard from play, put a 1/1 white Bird creature token with flying into play for each age counter on it.

—Dave Dorman

3/3

Juniper Order Ranger 3

Creature — Human Knight

Whenever another creature comes into play under your control, put a +1/+1 counter on that creature and a +1/+1 counter on Juniper Order Ranger.

To protect the alliance between Kjeldoran and Yavimaya, they trained in the ways of both.

—Greg Hildebrandt

2/4

Karplusan Minotaur 2

Creature — Minotaur Warrior

Cumulative upkeep—Flip a coin. Whenever you win a coin flip, Karplusan Minotaur deals 1 damage to target creature or player.

Whenever you lose a coin flip, Karplusan Minotaur deals 1 damage to target creature or player of an opponent's choice.

—Wayne Regan

3/3

Karplusan Strider 3

Creature — Yeti

Karplusan Strider can't be the target of blue or black spells.

The strider's long, loping gait is an adaptation that allows it to move quickly in deep snow.

—Dan Scott

3/4

Karplusan Wolverine

Snow Creature — Beast

Whenever Karplusan Wolverine becomes blocked, you may have it deal 1 damage to target creature or player.

"They're not easily trained. Fortunately, they already know how to kill."

—Lecia Coldeyes, Baldevian chieftain

—Greg Hildebrandt

1/1

Kjeldoran Gargoyle 5

Creature — Gargoyle

Flying, first strike

Whenever Kjeldoran Gargoyle deals damage, you gain that much life.

The gargoyles were taken from the walls of flooded Kjeldoran cities and brought upland to guard the outposts of New Argive.

—Marcelo Vignali

3/3

Kjeldoran Javelineer

Creature — Human Soldier

Cumulative upkeep 1 (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

* Kjeldoran Javelineer deals damage to target attacking or blocking creature equal to the number of age counters on Kjeldoran Javelineer.

—Dave Dorman

1/2

Kjeldoran Outrider

Creature — Human Soldier

*: Kjeldoran Outrider gets +0/+1 until end of turn.

"I listen to people. He sniffs the wind. And we both sense something big coming. Something very big."

—Carl Critchlow

2/2

Kjeldoran War Cry

Instant

Creatures you control get +X/+X until end of turn, where X is 1 plus the number of cards named Kjeldoran War Cry in all graveyards.

King Darien's breath crystallized and fell to the frozen battlefield, but its command carried true to all soldiers of New Argive.

—Michael Phillip

Krovikan Mist

Creature — Illusion

Flying

Krovikan Mist's power and toughness are each equal to the number of Illusions in play.

Plague-induced dreams became real as they swirled above Krov, mingling with the magical residue of the World Spell.

—Jeremy Jarvis

**



Martyr of Bones

Creature — Human Wizard

1, Reveal X black cards from your hand, Sacrifice Martyr of Bones: Remove up to X target cards in a single graveyard from the game.

Puppeteered by Heidar's icy hand, they were sacrificed to the Frost Marsh to raise Haakon's army.

1/1

Martyr of Frost

Creature — Human Wizard

2, Reveal X blue cards from your hand, Sacrifice Martyr of Frost: Counter target spell unless its controller pays 2.

*"Do not call the Balduvians barbaric. Their magic is as potent as it is primal."
—Zur the Enchanter*

Wayne England

1/1

Martyr of Sands

Creature — Human Cleric

1, Reveal X white cards from your hand, Sacrifice Martyr of Sands: You gain three times X life.

"Only in our vulnerability is there true power, and that power is life itself."

Randy Gallegos

1/1

Martyr of Spores

Creature — Human Shaman

1, Reveal X green cards from your hand, Sacrifice Martyr of Spores: Target creature gets +X/+X until end of turn.

"Weep not for me. I will rise with the spring's new growth."

Dan Scott

1/1

Mishra's Bauble

Artifact

1, Sacrifice Mishra's Bauble: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

*"Arcum is a babbling fool! Phyrexian technology is our greatest blessing. Take this delightful trinket for instance..."
—Heidar, Rimecind master*

Colin

Mouth of Ronom

Snow Land

1: Add 1 to your mana pool.

4, 1, 1, Sacrifice Mouth of Ronom: Mouth of Ronom deals 4 damage to target creature. (1 can be paid with one mana from a snow permanent.)

Mark

Mystic Melting

Instant

Destroy target artifact or enchantment. Draw a card at the beginning of the next turn's upkeep.

The sun-hot glots radiated from the druids, leaving scattered metal in steaming pools as it passed.

Chapoy

Ohran Viper

Snow Creature — Snake

Whenever Ohran Viper deals combat damage to a creature, destroy that creature at the end of combat.

Whenever Ohran Viper deals combat damage to a player, you may draw a card.

The ohran viper is not cold-blooded. Its veins course with the same angelic venom used to kill its prey.

Ken Weisner

1/3

Ohran Yeti

Snow Creature — Yeti

2, 1: Target snow creature gains first strike until end of turn. (1 can be paid with one mana from a snow permanent.)

When a snowdrift shows you its eyes, it's already too late.

Ken Weisner

3/3

Orcish Bloodpainter 2



Creature — Orc Shaman

●, Sacrifice a creature: Orcish Bloodpainter deals 1 damage to target creature or player.
Blood calls to blood.

— Alan Pollack 2/1

Panglacial Wurm 5



Creature — Wurm

Trample
While you're searching your library, you may play Panglacial Wurm from your library.
*"Step lightly and we might be able to use it as a bridge."
— Ib Halheart, goblin tactician*

— Jon Favelec 9/5

Perilous Research 1



Instant

Draw two cards, then sacrifice a permanent.
When the School of the Unseen fell, so many magical treasures lay abandoned that no amount of death could deter the stream of thieves and desperate scholars.

— Danny Orizio

Phobian Phantasm 1



Creature — Illusion

Flying, fear
Cumulative upkeep ● (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

— Matthew Reinhart 3/3

Phyrexian Etchings 3



Enchantment

Cumulative upkeep ● (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
At the end of your turn, draw a card for each age counter on Phyrexian Etchings.
When Phyrexian Etchings is put into a graveyard from play, you lose 2 life for each age counter on it.

Phyrexian Ironfoot 3



Snow Artifact Creature — Construct

Phyrexian Ironfoot doesn't untap during your untap step.
1 ●: Untap Phyrexian Ironfoot. (● can be paid with one mana from a snow permanent.)
It took the Rimevind cultists days to realize they had successfully activated the creature—it just wasn't interested in moving.

— Stephen Marchese 3/4

Phyrexian Snowcrusher 6



Snow Artifact Creature — Juggernaut

Phyrexian Snowcrusher attacks each turn if able.
1 ●: Phyrexian Snowcrusher gets +1/+0 until end of turn. (● can be paid with one mana from a snow permanent.)
Its plove: wasn't designed for snow, but to carve a path through shrieking armies.

— Dave Allgood 6/5

Phyrexian Soulgorger 3



Snow Artifact Creature — Construct

Cumulative upkeep—Sacrifice a creature. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
The Phyrexian minds that constructed it did not live past its awakening.

— Brian Snoddy 8/8

Resize 1



Instant

Target creature gets +3/+3 until end of turn.
Recover 1 ● (When a creature is put into your graveyard from play, you may pay 1 ●. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.)

— Daren Ratter

Rime Transfusion 1

Snow Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+1 and has this turn except by snow creatures. (♦ can be paid with one mana from a snow permanent.)
The unfortunates so transformed hungered not for flesh, but for warmth.

Jeff Riedinger

Rimebound Dead

Snow Creature — Skeleton

♦ Regenerate Rimebound Dead. (♦ can be paid with one mana from a snow permanent.)
"Tresserhorn is ours now. Dredge the lake and bring me all the bones you find. We'll build you a new army, the likes of which Tresser has never seen."
— Heidar, Rimewind master, to Haakon

Dave Redfish

Rimefeather Owl

Snow Creature — Bird

Flying
Rimefeather Owl's power and toughness are each equal to the number of snow permanents in play.
♦♦ Put an ice counter on target permanent.
Permanents with ice counters on them are snow.

Alexander Oshchepkoff

Rimehorn Aurochs

Snow Creature — Aurochs

Trample
Whenever Rimehorn Aurochs attacks, it gets +1/+0 until end of turn for each other attacking Aurochs.
♦♦ Target creature blocks target creature this turn if able. (♦ can be paid with one mana from a snow permanent.)

Brian Despain

Rimescale Dragon

Snow Creature — Dragon

Flying
♦♦♦ Tap target creature and put an ice counter on it. (♦ can be paid with one mana from a snow permanent.)
Creatures with ice counters on them don't untap during their controllers' untap steps.

Jeff Foster

Rimewind Cryomancer

Creature — Human Wizard

♦♦♦ Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)
"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

Rimewind Taskmage

Creature — Human Wizard

♦♦♦ Tap or untap target permanent. Play this ability only if you control four or more snow permanents.
"Find solace in the sun? Burning, blinding, laying secrets bare? No, solace is found under the blanket of cold."

Ron Spears

Rite of Flame

Sorcery

Add ♦♦♦ to your mana pool, then add ♦♦ to your mana pool for each card named Rite of Flame in each graveyard.
Deep beneath the ice, beneath the soil and the rock, Dominaria's fire still burned hot.

Brian Raiteri

Ronom Hulk

Creature — Beast

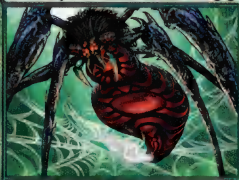
Protection from snow
Cumulative upkeep ♦♦ (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

Julian Buesch & Gabor Sziroczak





Steam Spitter 4



Creature — Spider

Steam Spitter can block as though it had flying.

● Steam Spitter gets +1/+0 until end of turn.

Its belly produces a boiling-hot fluid it can spit as a weapon or spin slowly enough to freeze into a defensive web.

— Christopher Rush

1/5

Stromgald Crusader



Creature — Zombie Knight

Protection from white

● Stromgald Crusader gains flying until end of turn.

●● Stromgald Crusader gets +1/+0 until end of turn.

"The White-Shielders think their code justifies their actions. In truth it only binds their hands."

— Michael Ryan

2/1

Sun's Bounty



Instant

You gain 4 life.

Recover ●● (When a creature is put into your graveyard from play, you may pay ●●. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.)

"Heidar has forced the sun into hiding, but it has not forgotten us."

— Michael Sutfin

Sunscur 5 ●●

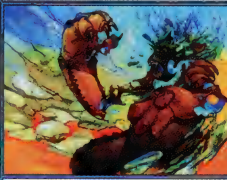


Sorcery

You may remove two white cards in your hand from the game rather than pay Sunscur's mana cost. Destroy all creatures.

— Jim Murray

Surging Ether 3



Instant

Ripple 4 (When you play this spell, you may reveal the top four cards of your library. You may play any revealed cards with the same name as this spell without paying their mana costs. Put the rest on the bottom of your library.)

Return target permanent to its owner's hand.

— Anthony S. Waters

Surging Dementia



Sorcery

Ripple 4 (When you play this spell, you may reveal the top four cards of your library. You may play any revealed cards with the same name as this spell without paying their mana costs. Put the rest on the bottom of your library.)

Target player discards a card.

— Michael T. Williams

Surging Flame 1



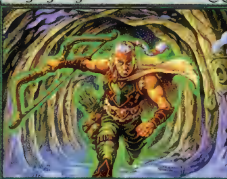
Instant

Ripple 4 (When you play this spell, you may reveal the top four cards of your library. You may play any revealed cards with the same name as this spell without paying their mana costs. Put the rest on the bottom of your library.)

Surging Flame deals 2 damage to target creature or player.

— Michael Sutfin

Surging Might 2



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2.

Ripple 4 (When you play this spell, you may reveal the top four cards of your library. You may play any revealed cards with the same name as this spell without paying their mana costs. Put the rest on the bottom of your library.)

— Liana Zeman

Surging Sentinels 2



Creature — Human Soldier

First strike

Ripple 4 (When you play this spell, you may reveal the top four cards of your library. You may play any revealed cards with the same name as this spell without paying their mana costs. Put the rest on the bottom of your library.)

— Christopher Mottler

2/1

Survivor of the Unseen 2

Creature — Human Wizard

Cumulative upkeep 2. *(At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)*

• Draw two cards, then put a card from your hand on top of your library.

— Alan Pollack
"A.K.A. 1999-2004 Wizards of the Coast, Inc. 2/1/99"

2/1

Swift Maneuver 1

Instant

Prevent the next 2 damage that would be dealt to target creature or player this turn. Draw a card at the beginning of the next turn's upkeep.

Darien's call to Yavimaya would have fallen red to the snow had it not been for the agility of the aether.

— Michael Sautlin
"A.K.A. 1999-2004 Wizards of the Coast, Inc. 2/1/99"

Tamanoa

Creature — Spirit

Whenever a noncreature source you control deals damage, you gain that much life.

When Freyalise spoke the World Spell, the tamanoa rose to bring a new morning to Terisiare.

— Rick Jent
"A.K.A. 1999-2004 Wizards of the Coast, Inc. 2/1/99"

2/4

Thermal Flux

Instant

Choose one — Target nonsnow permanent becomes snow until end of turn; or target snow permanent isn't snow until end of turn. Draw a card at the beginning of the next turn's upkeep.

— Jeff Miracola
"A.K.A. 1999-2004 Wizards of the Coast, Inc. 2/1/99"

Thermopod 4

Snow Creature — Slug

• Thermopod gains haste until end of turn. (• can be paid with one mana from a snow permanent.)

Sacrifice a creature: Add • to your mana pool.

Sliding the ice with its heated underside, the thermopod skates at great speed to overtake its prey.

— Daniel Dins-Stanis
"A.K.A. 1999-2004 Wizards of the Coast, Inc. 2/1/99"

4/3

Thrumbing Stone 5

Legendary Artifact

Spells you control have ripple 4. *(Whenever you play a spell, you may reveal the top four cards of your library. You may play any revealed cards with the same name as the spell without paying their mana costs. Put the rest on the bottom of your library.)*

— Robi Ale-vander
"A.K.A. 1999-2004 Wizards of the Coast, Inc. 2/1/99"

Tresserhorn Sinks

Snow Land

Tresserhorn Sinks comes into play tapped.

• Add • or • to your mana pool.

"Our land oppressed by silent Cold, We weary tetches, young and old, Pray that Springtime loose his hold."

— The Dynasty of Winter Kings

— Daniel Dins-Stanis
"A.K.A. 1999-2004 Wizards of the Coast, Inc. 2/1/99"

Tresserhorn Skyknight 5

Creature — Zombie Knight

Flying

Prevent all damage that would be dealt to Tresserhorn Skyknight by creatures with first strike.

Kjoldorans who fled battle were excited to the tastes. Those who strayed near Tresserhorn were pressed into service in Haabon's army.

— Dan Dins-Stanis
"A.K.A. 1999-2004 Wizards of the Coast, Inc. 2/1/99"

5/3

Ursine Fylgia

Creature — Spirit Bear

Ursine Fylgia comes into play with four healing counters on it.

Remove a healing counter from Ursine Fylgia: Prevent the next 1 damage that would be dealt to Ursine Fylgia this turn.

• Put a healing counter on Ursine Fylgia.

— Yokota Katsumi
"A.K.A. 1999-2004 Wizards of the Coast, Inc. 2/1/99"

3/3

Vanish into Memory 2



Instant

Remove target creature from the game. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to play under its owner's control. If you do, discard cards equal to its toughness.

Out of sight, into mind.

— Peter Dinklage

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Vexing Sphinx 1



Creature — Sphinx

Flying

Cumulative upkeep—Discard a card. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

When Vexing Sphinx is put into a graveyard from play, draw a card for each age counter on it.

— Lars Grant West

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4/4

Void Maw 4



Creature — Horror

Trample

If another creature would be put into a graveyard from play, remove it from the game instead.

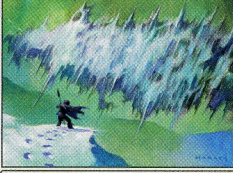
Put a card removed from the game with Void Maw into its owner's graveyard. Void Maw gets +2/+2 until end of turn.

— L. St. Ger

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4/5

Wall of Shards 1



Snow Creature — Wall

Defender, flying

Cumulative upkeep—An opponent gains 1 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

— Alex Horley-Orlandelli

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1/8

White Shield Crusader *



Creature — Human Knight

Protection from black

*: White Shield Crusader gains flying until end of turn.

***: White Shield Crusader gets +1/+0 until end of turn.

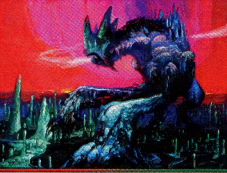
"Honor your steed and it will carry you to great deeds—and bring you home to tell of them."

— Jeff Easley

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2/1

Wilderness Elemental 1



Creature — Elemental

Trample

Wilderness Elemental's power is equal to the number of nonbasic lands your opponents control.

"Don't be so quick to reclaim the thawing lands. They might have acquired a taste for freedom."

— Tharvet of Kelimko, elvish hunter

— Anthony J. Waters

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*/3

Woolly Razorback 2



Creature — Beast

Woolly Razorback comes into play with three ice counters on it.

As long as Woolly Razorback has an ice counter on it, it has defender and any combat damage it would deal is prevented.

Whenever Woolly Razorback blocks, remove an ice counter from it.

— Richard Sardinha

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7/7

Zombie Musher 3



Snow Creature — Zombie

Snow landwalk

Regenerate Zombie Musher. (© can be paid with one mana from a snow permanent.)

The World Spell thawed their icy graves, promising rest in soft, quiet earth at last. But Heidar called them to duty for a twisted cause.

— Key Walker

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2/3

Zur the Enchanter 1



Legendary Creature — Human Wizard

Flying

Whenever Zur the Enchanter attacks, you may search your library for an enchantment card with converted mana cost 3 or less and put it into play. If you do, shuffle your library.

Zur remained aloof from Tervisia's suffering, intent only on his own perfection.

— Philip Verheer

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1/4

COLD SNAP

Card Checklist



Illus. Kev Walker

WHITE

- 01 1 R Adarkar Valkyrie
- 02 2 C Boreal Griffin
- 03 3 R Cover of Winter
- 04 4 R Darien, King of Kjeldor
- 05 5 R Field Marshal
- 06 6 C Gelid Shackles
- 07 7 U Glacial Plating
- 08 8 U Jötun Grunt
- 09 9 U Jötun Owl Keeper
- 10 10 U Kjeldoran Gargoyle
- 11 11 C Kjeldoran Javelineer
- 12 12 C Kjeldoran Outrider
- 13 13 C Kjeldoran War Cry
- 14 14 U Luminesce
- 15 15 C Martyr of Sands
- 16 16 C Ronom Unicorn
- 17 17 C Squall Drifter
- 18 18 C Sun's Bounty
- 19 19 R Sunscour

- 20 20 C Surging Sentinels
- 21 21 C Swift Maneuver
- 22 22 U Ursine Fylgja
- 23 23 U Wall of Shards
- 24 24 U White Shield Crusader
- 25 25 R Woolly Razorback

BLUE

- 26 26 U Adarkar Windform
- 27 27 R Arcum Dagsson
- 28 28 U Balduvian Frostwaker
- 29 29 R Commandeer
- 30 30 U Controvert
- 31 31 U Counterbalance
- 32 32 C Drelnoch
- 33 33 U Flashfreeze
- 34 34 C Frost Raptor

- 35 35 C Frozen Solid
- 36 36 R Heidar, Rimewind Master
- 37 37 R Jokulmorder
- 38 38 C Krovikian Mist
- 39 39 U Krovikian Whispers
- 40 40 C Martyr of Frost
- 41 41 U Perilous Research
- 42 42 R Rimefeather Owl
- 43 43 U Rimewind Cryomancer
- 44 44 C Rimewind Taskmage
- 45 45 C Ronom Serpent
- 46 46 C Rune Snag
- 47 47 C Surging Æther
- 48 48 C Survivor of the Unseen
- 49 49 C Thermal Flux
- 50 50 R Vexing Sphinx

BLACK

- ❏ 51 U Balduvian Fallen
- ❏ 52 C Chill to the Bone
- ❏ 53 C Chilling Shade
- ❏ 54 U Deathmark
- ❏ 55 C Disciple of Tevesh Szat
- ❏ 56 C Feast of Flesh
- ❏ 57 R Garza's Assassin
- ❏ 58 C Grim Harvest
- ❏ 59 U Gristle Grinner
- ❏ 60 C Gutless Ghoul
- ❏ 61 R Haakon, Stormgald Scourge
- ❏ 62 R Herald of Leshrac
- ❏ 63 U Krovikian Rot
- ❏ 64 C Krovikian Scoundrel
- ❏ 65 C Martyr of Bones
- ❏ 66 U Phobian Phantasm
- ❏ 67 R Phyrexian Etchings
- ❏ 68 U Rime Transfusion
- ❏ 69 C Rimebound Dead
- ❏ 70 R Soul Spike
- ❏ 71 U Stromgald Crusader
- ❏ 72 C Surging Dementia
- ❏ 73 U Tresserhorn Skyknight
- ❏ 74 R Void Maw
- ❏ 75 C Zombie Musher

RED

- ❏ 76 U Balduvian Rage
- ❏ 77 U Balduvian Warlord
- ❏ 78 R Braid of Fire
- ❏ 79 U Cryoclasm
- ❏ 80 U Earthen Goo
- ❏ 81 R Fury of the Horde
- ❏ 82 C Goblin Furrier
- ❏ 83 C Goblin Rimerunner
- ❏ 84 U Greater Stone Spirit
- ❏ 85 C Icefall

- ❏ 86 R Karplusan Minotaur
- ❏ 87 C Karplusan Wolverine
- ❏ 88 R Lightning Serpent
- ❏ 89 U Lightning Storm
- ❏ 90 R Lovisa Coldeyes
- ❏ 91 U Magmatic Core
- ❏ 92 C Martyr of Ashes
- ❏ 93 C Ohran Yeti
- ❏ 94 C Orcish Bloodpainter
- ❏ 95 R Rimescale Dragon
- ❏ 96 C Rite of Flame
- ❏ 97 C Skred
- ❏ 98 U Stalking Yeti
- ❏ 99 C Surging Flame
- ❏ 100 C Thermopod

GREEN

- ❏ 101 R Allosaurus Rider
- ❏ 102 U Arctic Nishoba
- ❏ 103 C Aurochs Herd
- ❏ 104 C Boreal Centaur
- ❏ 105 C Boreal Druid
- ❏ 106 R Brooding Saurian
- ❏ 107 C Bull Aurochs
- ❏ 108 U Freyalise's Radiance
- ❏ 109 C Frostweb Spider
- ❏ 110 R Hibernation's End
- ❏ 111 C Into the North
- ❏ 112 U Karplusan Strider
- ❏ 113 C Martyr of Spores
- ❏ 114 U Mystic Melting
- ❏ 115 R Ohran Viper
- ❏ 116 R Panglacial Wurm
- ❏ 117 U Resize
- ❏ 118 U Rimehorn Aurochs
- ❏ 119 C Ronom Hulk
- ❏ 120 R Shape of the Wiitigo
- ❏ 121 U Sheltering Ancient
- ❏ 122 C Simian Brawler

- ❏ 123 C Sound the Call
- ❏ 124 U Steam Spitter
- ❏ 125 C Surging Might

MULTICOLORED

- ❏ 126 U Blizzard Specter
- ❏ 127 U Deepfire Elemental
- ❏ 128 R Diamond Faerie
- ❏ 129 R Garza Zol, Plague Queen
- ❏ 130 U Juniper Order Ranger
- ❏ 131 R Sek'Kuar, Deathkeeper
- ❏ 132 R Tamanoa
- ❏ 133 U Vanish into Memory
- ❏ 134 U Wilderness Elemental
- ❏ 135 R Zur the Enchanter

ARTIFACTS

- ❏ 136 U Coldsteel Heart
- ❏ 137 R Jester's Scepter
- ❏ 138 U Mishra's Bauble
- ❏ 139 U Phyrexian Ironfoot
- ❏ 140 U Phyrexian Snowcrusher
- ❏ 141 R Phyrexian Soulgorger
- ❏ 142 R Thrumming Stone

LANDS

- ❏ 143 U Arctic Flats
- ❏ 144 U Boreal Shelf
- ❏ 145 R Dark Depths
- ❏ 146 U Frost Marsh
- ❏ 147 U Highland Weald
- ❏ 148 U Mouth of Ronom
- ❏ 149 R Scrying Sheets
- ❏ 150 U Tresserhorn Sinks
- ❏ 151 C Snow-Covered Plains
- ❏ 152 C Snow-Covered Island
- ❏ 153 C Snow-Covered Swamp
- ❏ 154 C Snow-Covered Mountain
- ❏ 155 C Snow-Covered Forest

❏ = Regular card

❏ = Premium card

C = Common

U = Uncommon

R = Rare

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